



★ ★ ★ ★ ★ The AVALON HILL GENERAL

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\$QUANDER ENDORSED BY MILLIONAIRE

Millionaire Magazine, December, features the \$quander Story

"I heartily recommend \$quander to all millionaires," says millionaire Elwood Gardner... whose above quote is as phony as his millionaire status. Actually, Mr. Gardner is one of Avalon Hill's ace representatives posing as a millionaire in the \$quander give-away promotion. Clad in a dark suit bulging with fake money, Mr. Gardner has been touring the shopping centers in a chauffeur-driven cadillac limousine to publicize the new game.

The promotional stunt got off to such a successful start that Millionaire Magazine did a feature article on the entire bit. This magazine is one of the most unusual publications on the market with "you don't have to be a millionaire - just think like one" as its editorial guideline. Available from Millionaire Magazine, 2789 Long Beach Boulevard, Long Beach, California, price is \$.75 per copy... and if you want to see the big \$quander story ask for the December '65 issue.

Meanwhile, look for the millionaire to appear in your home town.



Millionaire Elwood Gardner is besieged by the mob for what they think are real thousand-dollar bills. No wonder they're elementary school drop-outs... with the perfect intellect for playing \$quander, the game for born losers.

TV Network to Feature Avalon Hill

The National Education Television Network will soon feature filmed highlights of the making of an Avalon Hill game. Growing public awareness of Avalon Hill's place in education triggered the production of this program. It will be shown across the country on more than 100 member stations.

The NETN consists of a large group of stations pertaining to education, only. The story on Avalon Hill will be viewed sometime early in December on a program entitled "At Issue" in conjunction with their series concerning leisure time activities.

The entire show, filmed at Avalon Hill last October, takes the viewer from prototype testing stage through final printing stage. In between, a running commentary tells the viewer the entire Avalon Hill story from soup to "nuts" (no offense intended.)

Where will you be able to see this program? Not on a regular TV channel. So we suggest that you call your local TV station for information regarding the closest educational channel in your locale. Or, write to the National Television Network, WETA-TV, Channel 26, Washington, D.C.

Report from the Huntington PBM League

...A new league Judge has been chosen. Terry Zuber, 9197 Creekwood Dr., Mentor, Ohio 44060. Please use him to the best possibility.

Our Games and Rules Committee has adopted several regulations for absent minded players. I shall mention only a few due to space and number. Any unit located in a zone of control without attacking will be retreated one square by the Defender. Naturely if the unit is surrounded it will be removed from play. If the Defender fails to enclose a dated stock listing, it is the Attackers option to consult the listings in his own paper and correct the results if discrepancies exist. He must furnish proof, of course. If the date given by the attacker is given on a day when no transactions take place, the Defender will use the next day daily listings are available.

Members: Those of you desiring to keep your same number, be sure to send in your dues this month. If you want to try to climb up in seniority send your dues in December. Please enclose a list of games which you own.

Want to join? Send an index card with your name, address, zip code, list of AH games you own and the game and side preference for your first game. League address: 6413 Austinburg Rd., Ashtabula 44006... Bruce D. Mathews, Correspondence Secretary.

Play-by-Mail League Survey

The HUNTINGTON PLAY-BY-MAIL LEAGUE, an organization that is attempting to provide suitable opponents for certain AVALON HILL games, is, through the Rules Committee, making an appeal to any and all players of A-H

(Continued on PAGE 8)

Our Apologies...

...for the lateness in shipping Blitzkrieg to you subscribers. Nevertheless, you were the ones who received it first, ahead of the normal direct-mail business. Apparently many of you were bugging your dealers immediately after the first of October. Well, sir, they didn't even know about the game because our usual promotional literature was still in transit. But it was great of you to have bugged them so because on October 20, the day first copies came off the assembly line, we already had orders in hand from many retail outlets. The delay in shipping was due largely to a production problem. We have overcome this problem and are now only two weeks behind in processing the orders. Sorry for the delay.

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The AVALON HILL **GENERAL**

... a bi-monthly magazine mailed pretty close to the first day of January, March, May, July, September and November.

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AREA NEWS...

The purpose of this column is to acquaint you with what's going on in the different sections of the country. We suggest that news of interest regarding club activities, tournaments, league play and other tid-bits of information be submitted directly to the respective area editors. Here are your editors... use them...

East

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EDITOR - covering Maine, New Hampshire, Vermont, Massachusetts, Rhode Island, Connecticut, New York, New Jersey, Pennsylvania, Europe.

Attack & Expectations

by Stanley Hoffman for Laurence Plumb

Expectation may be defined as the predicted average, i.e. the result that you may expect with average luck. It is found by multiplying the probability of the result by the amount of gain or loss of that result. (For example, the result of a 1-4 battle may be computed thusly: the probability for no units lost ($P(0)$) equals $1/2$. $P(1)$ equals $1/2$. $1/2(0)$ plus $1/2(1)$ equals $1/2$. In factors, with four factors committed, the equation would be $1/2(0)$ plus $1/2(4)$ equals 2. This may be extended to a series of attacks in a game such as Stalingrad such as: 3-14, 5-14, 7-14, 14-14, 35-7, 42-14, 21-3. The expected German (attacker) losses would be, using the PBM table, $.7(3)$ plus $.3(5)$ plus $.5(7)$ plus $.5(14)$ plus $.0(7)$ plus $.3(14)$ plus $.0(3)$ equals 18.3 factors. The Russian loss would be $.2(7)$ plus $.4(7)$ plus $.7(7)$ plus $.6(7)$ plus $1.(3)$ equals 16.3 factors and $.2$ plus $.4$ plus $.7$ plus $.6$ plus $1.$ or 2.9 units. This analysis can be applied to soakoffs vs. doubled 5-7-4's. A three at 1-5 losses $.7(3)$ or 2.1 factors while a 5 at

1-3 losses $.3(5)$ or 1.5 factors. The German commander must decide whether he can afford the higher maximum loss in the 1-3. A series of 1-2 battles vs. doubled units (5-7-4's for the sake of argument) can be shown to be fatal to the German. 10 1-2's yield the following results: 35 German factors lost, 2 Russian dead, the Russian line broken in two places. If the Russians succeed in wiping out the Germans that moved across, or if the German units remain on the river line for some reason, and are destroyed, the Germans lose 49 factors. Even assuming the Russian loses two units in the counterattack, a repetition of this strategy would leave the Russians with eight dead beyond normal losses and the German with 100 factors destroyed above normal losses. This strategy of 1-2's has led to the rapid defeat of every opponent who used it against the MITWGS.

Obviously this method of analysis is applicable to any set of attacks or attack strategy in any game with any form of combat results table. For instance it can be used in D-Day to demonstrate that a defense that allows 3 2-1 attacks will allow $3(2(.4) \text{ plus } 1(.3))$ equals 3.3 units ashore. The number of places that the allies get ashore is $3(.7)$ or 2.1 places.

This technique can be combined with the technique of probability to determine the probability of worse (or better) results and whether they can be tolerated.

For instance, it might be useful to compare the expected results of 42 factors attacking doubled 5-7-4's in various manners.

| | 1-2 | 1-1 | 2-1 | 3-1 |
|--|--------------|--------------|-------------|-----------|
| German factors lost | 21 | 21 | 12.6 | 4.2 |
| Russian factors lost (units) | 8.4 (1.2) | 8.4 (1.2) | 6.3 (.9) | 4.9 .7 |
| Russian positions broken | 1.2 | .9 | 1.05 | 1. |
| G. factors/ Russian killed | 17.5 | 17.5 | 14. | 6. |
| G. factors/ Russian position broken | 17.5 | 23.3 | 12. | 4.4 |

It can be seen quite easily that the 3-1 is by far the most effective of the attacks. It must be remembered in this analysis that in games there are some positions that must be broken in one turn if possible. In cases such as this one must take the best attack one can muster.

Please direct any comments or criticisms at Stanley D. Hoffman, Apt. 307, 50 Massachusetts Ave., Cambridge, Mass. 02139.

Southeast

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EDITOR - covering Delaware, Maryland D. C., Virginia, West Virginia, North Carolina, South Carolina, Georgia, Florida, Kentucky, Tennessee, Alabama, Mississippi.

"Perfect" Plans...

by Marc Nicholson

Many people who write to me claim to have a perfect plan for Stalingrad or Bulge or any number of other games. All of these plans have one thing in common; when they work, they are dull for the person using them. When I realized this I decided to pass on some of my other thoughts about perfect plans.

For me, the main object in an AH game is the enjoyment derived, win or lose. Of course, it is nicer to win but I would rather lose on my own than win with the Perfect Plan of some other armchair general. Tournament play is an exception. Another thing, perfect plans are dull. The user moves his counters into their designated positions and watches his opponent lose the game. After all of the above preaching, what am I going to do? I am going to present a perfect plan.

First though, I am reversing my stand on the Bulge; it is evenly balanced if all of the rules are used. However, each side has an ace in the hole. First the Americans.

The Americans have two very good chances of winning the game; one on offense and one on defense, take your pick. On offense, the Americans can attack the base of the Bulge with their eleventh-hour reinforcements in the hope of cutting German supply lines. An attack from the South is the best if enough troops can be massed. Of course, adequate defense must be provided in the centre. On the defense, the Americans should hold Spa. It has a natural defense barrier around it and is hard to isolate. The Americans can give up the rest of the mapboard and still win the game if they hold Spa. All reinforcements from the North must be directed to the Spa area. Enough troops come from the North to make capture of Spa by the Germans almost impossible. The rest of the board cannot be defended; i.e. the Germans will reach the Meuse. (Unrealistic? Most perfect plans are but if victory is your only goal...)

For the Germans, the sure-fire plan starts on the first move. The German infantry should attack any American unit it can reach at 1 to 1 in the hope of rolling an "engaged". A spot for "break-through" should be picked and all of the Panzers directed toward it. (The road from St. Vith to Houffalize is a good spot.) With a little luck the Germans will have Bastogne on the third turn and be behind most of the American units except for the reinforcements. The first wave of Panzers should push on to the Meuse which will take about four turns if all goes well. The second wave of Panzers should be directed toward Spa through St. Vith to take these two cities in case they have not already fallen to the infantry. The game should be over in about ten moves.

What's that? You don't like my perfect plans? No fun you say? I rest my case! (I can no longer accept play-by-mail games and must discontinue the ones that I am already in because my local paper no longer prints sales in hundreds.) Comments, anyone...

Midwest

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EDITOR - covering Ohio, Indiana, Illinois, Michigan, Wisconsin, Minnesota, Iowa, Missouri, Arkansas, Louisiana.

Gettysburg: tactics '58'64

Myron Brundage's Editorial Staff

It crossed my mind as of late that there hadn't been an article on Gettysburg in a heck of a long time, so I decided to contact some of my staff and write one.

As all Civil War buffs and players of Gettysburg know: Gettysburg is a game in which the task of the offense belongs to the Confederates, while the burden of the defense to the Union. Therefore, it immediately becomes apparent what the Strategies and Objectives are.

The Objectives

The CSA objectives in order are: Wolf Hill -- Cemetery Hill -- Cemetery Ridge -- & The Round Tops Line. The Yanks must block the capture of these strategic points early in the game or all is lost for them. Therefore, the main objective becomes Cemetery Hill overlooking the town of Gettysburg. It becomes a matter as Nathan B. Forrest said, "To git thar fustest with the mostest men."

The Tactics

The appearances are that both sides will be directing their attentions towards capturing this objective and preventing

its capture by the enemy. Heth, who comes in down the Chambersburg Pike, will have to reach Gettysburg and Cemetery Hill before Reynolds comes all the way down the Emmitsburg Road. The smart Union player will attempt to delay Heth along the Chambersburg Pike by placing his two cavalry units as far up the pike as possible and off to the left-hand side of the road where their odds double; one behind in support of the other. In doing this the Union player may give himself enough time to have Reynolds reach Cemetery Hill with his artillery and fortify.

The Union player whose cavalry delays Heth long enough to get Reynolds situated on Cemetery Hill should then form a center of gravity about Cemetery Ridge with a supporting strike around the left flank. With any luck the Rebs can be pushed back to Seminary Ridge and those units with the rabbit feet can begin cutting the Southern Army in two, which will lead eventually to the end.

However, if the Confederate player has good luck and Heth manages to reach Cemetery Hill before the 1st Corps arrives on the ridge, he should bring his artillery to bear against Reynolds. If the Rebs are successful in this they will force the Union player to take to the Round Tops. The taking of Powers Hill at this point with an artillery piece will cut off the Baltimore Pike and a source of supply for the Union.

The Union player, meanwhile, should watch his flanks and not leave them up in the air where the Rebs would be sure to attack. At the same time, however, the Union player should be watching for same on the Confederates' flanks so that he can hit them. Also, beware of Johnny Reb when Slocum arrives on the Baltimore Pike because there he will be in open ground and subject to enfilades which will wipe him out.

After this point the Confederate player should then begin to fall back and prepare for Billy's 6 am Reinforcements on the hills and ridges that he has won.

At this point the Union has the initiative; if it is not used to the best advantage the Confederate player can in a few moves begin a great pincer movement towards the Round Tops line cutting supply and retreats which will surely give the Rebels Meade's sword.

Side Notes on Artillery

For a long time Gettysburg fans have been disputing what the proper range is for artillery in Gettysburg. My staff researched it and came up with following facts: I) Artillery fire in the actual battle was exchanged between Cemetery Ridge and Seminary Ridge. Which on A.H.'s Gettysburg board is a distance of 3". II) Union artillery was a mixed artillery in battery set-up. With a

ratio of 2/3 Napoleon (short range) guns to 1/3 rifle (long range) cannon. A) A Napoleon cannon had an accuracy of 1" in comparison to the board, while B) rifle cannon had an accuracy of 3". III) Confederate artillery was a little stronger in force as compared to Union, but overall had less rifle cannon than the Union, because they did not have mixed batteries. Therefore, since the smallest unit counter is of battalion size it matters little who had more long range guns.

The conclusion we came too was that A.H. must have taken a happy medium by assigning a 2 range factor to the Gettysburg artillery. We suggest to make your artillery historically more accurate give it a range up to 3" with the odds of effectiveness beyond 2"s halved, since the rifle cannon with the effective range of 3" was only a 1/3 of the artillery force.

If you wish to investigate further, I suggest you check with "The Sounds of the Guns" a standard artillery reference.

For fans who like artillery in their game we suggest you use the old '58 artillery set up in the '64 version.

My thanks to my staff: Mr. John Rockholz for the major CSA Tactics, to Pfc. John Batty for Union Tactics, & to Mr. Hal Frank for his historical notes on artillery.

West

Stan Wolcott
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EDITOR - covering North Dakota, South Dakota, Nebraska, Kansas, Montana, Wyoming, Colorado, Idaho, Utah, Washington, Oregon, Alaska, Canada.

Stan Wolcott's "West" column does not appear in this issue... school activities precluded him from devoting full attention to news from his area.

Southwest

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EDITOR - covering Oklahoma, Texas, New Mexico, Arizona, Nevada, California, Hawaii, Far East.

Attention! If you are interested in obtaining the up-to-date AH rules used by the California Club send a self-addressed stamped envelope to me,

Tom Bosseler.

Our club is busily organizing a football tournament! If you live within creeping, walking, or driving distance of the West Fernando Valley write in for information.

If you have any questions or ideas on strategy and tactics write in! but make sure your address is on the letter itself. I have an incurable habit of ripping off the left end of envelopes.

Defensive Reserves

by George Phelps

The use of a reserve on defense is twofold. One, it allows the defender to meet each of his opponent's thrusts with concentrated strength and two, it allows him to converge easily for a counter-attack. I am not saying that this form of defense is infallible but it will enable the defender to hold out a lot longer after a heavy defeat than with the orthodox "cordon" line; the extra time perhaps meaning victory.

In theory, the defensive reserve can best be described by the following diagram:



'L' represents the line while 'R' represents the reserve. Wherever the attacker breaks through, the reserve will be ready to counter it.

Imagine for a minute the reserve has disappeared. Now if the attacker cracks the line, what will stop him?

So the reader can follow more closely the ideas of this defense, let us take an example.

Below is the set-up for a hypothetical game of D-Day. All present '65 rules are being used.

| 15th Army | 19th Army | 1st Army |
|-----------|-----------|-----------|
| 84-AA18 | 244-V18 | 3Air.-Q18 |
| 271-Y18 | 712-T18 | 326-P17 |
| 17LW-X19 | 708-S18 | 344-O17 |
| 711-W19 | 189-R18 | |
| 343-W19 | 18LW-R18 | |
| 7th Army | Neth | |
| 275-N17 | 158-K17 | |
| 276-N18 | 346-J17 | |
| 148-L17 | 319-I16 | |
| 157-L17 | 277-G13 | |

Added to the line portion of the defenses are the Armored Forces, these being under an independent command.

| | | |
|----------|----------|----------|
| Lehr-X16 | 3SS-P15 | 2-R14 |
| 9SS-U16 | 12SS-N14 | 25SS-R16 |
| 17SS-S16 | 49SS-M15 | 2SS-K15 |

The general situation is as follows. The Allies landed in Brittany and were severely bottled up. At the 9th week however they hit again at Calais. They

completely shattered the German army forcing the remnants to flee to the East. It is now the 18th week. The overall strategy of the German is to hold out for time.

There are three possible Allied attacks. 1) An air attack and land attack on the front line will still leave the reserve intact which can then take the important positions. 2) An air attack on the reserve will still leave the front line. 3) Or, the Allies can hit the front line with a land attack and the reserve with the air power. Here, however, the remnants of each line should be able to keep the Allies in check.

From this set-up one can see that at least 3 Panzer divisions can be concentrated at each important point. Note the importance of the 2nd Panzer. This division is ready to replace any lost division and generally function as a plug. To aid the defense against air attack few units are "doubled". This will force the Allied player to waste each "bomb" on one target.

Tactics & Strategy Part 3

by David Whiskeyman

This is the third in the series of articles dealing with offensive and defensive maneuvers. (Part 1 in May, Part 2 in July). While still on the offense, the present maneuver concerned is...

PENETRATION---In conventional modern warfare of the last half century, if not through the entire history of organized warfare, penetration has been a key to early victory and rapid destruction of the opposition. Though not always the best choice of maneuver, it comes into its own, as do flank attacks and envelopments, where appropriate. (An attempt at penetration strikes more directly at the enemy strength; therefore, slightly higher losses are in order.) Sometimes penetration may be the only alternative; however, if the enemy is weak or overextended, the choice to penetrate will probably be the best possible.

As in nearly all offensives, the attacking army should be divided into three main parts: the main attack, the secondary attack, and the reserve. Dependant upon terrain, either armor or infantry will lead the breakthrough, or main attack. A secondary attack, if possible, is made to draw off enemy reserves. The principal effort of a secondary attack in a true penetration most often lies adjacent on either or both sides of the main effort. The reserve for this type of offensive move consists of armored and motorized infantry so that their speed and strength might exploit the breakthrough. Airborne forces, if available, may be used

to capture positions behind enemy lines and/or assist in dividing the enemy front into two segments by joining up with the penetrating armored and motorized units.

An example of penetration is given in the D-Day diagrams.

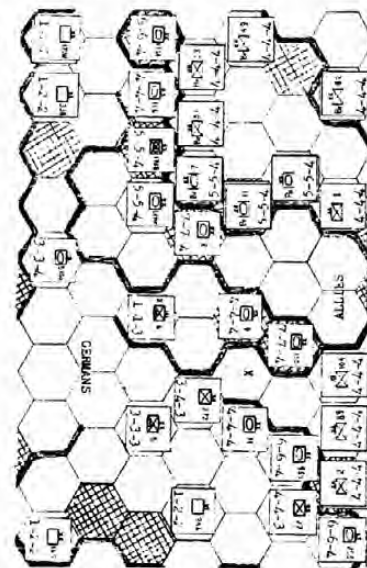


Diagram A

Diagram A shows the German defensive line and its one fatal flaw. (Either a unit or units of sufficient strength should have been placed on "X" or both the 9th and 1st SS armored units should have been placed one sector to their respective rears.)

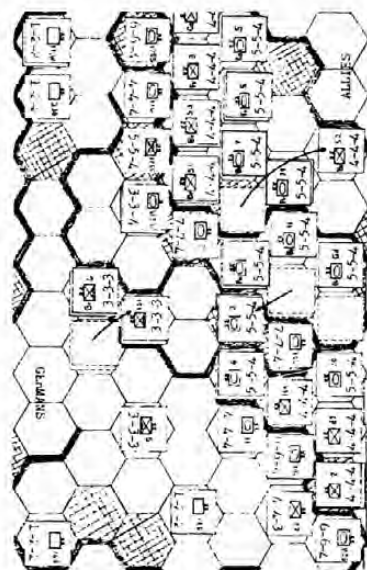


Diagram B

Diagram B shows the same area of France after allied movement and resolved combat. (NOTE: Allied armor is also shown here spread out behind the front line infantry. This tactic allows the armor to mass with sufficient

THE GENERAL

strength at almost any point on the line --as well as protection armor from counter attack.) The German lines have very deftly been cut in two with an acceptable casualty rate to the allies. And though this does not permanently sever the German front, it makes the Boch very susceptible to allied attack for the next several turns, no matter what course of action is taken. (Strategic air power, though perhaps necessitating repositioning of some allied troops, could, at this point, bring the German front to almost total collapse, if not disaster.)

Although most AH wargames offer possibilities for penetration, D-Day, Afrika Korps, and the Bulge have the greatest potential. In D-Day, one penetration will most likely not be decisive enough to crush the enemy, but will move the campaign rapidly ahead. (The effect of the D-Day '65 rules upon this statement is presently unknown and unevaluated. This is most regrettable.)

In Afrika Korps, Rommel may have a good deal of trouble penetrating the forces under a capable British commander (and vice versa), but if the enemy lines are penetrated, it will deal a very heavy blow to the penetrated force and more often than not will be a decisive maneuver.

The Battle of the Bulge offers repeated opportunities for penetration. And one successful penetration can, if properly exploited, crush the Americans. In fact, the German campaign should be one of continuous effort to penetrate the American lines, thereby assuring an easy and early victory.

The reason why penetration is much more successful in the Bulge is very simple. Holding attacks, even if at one-to-two at worst, can and do perform their task of holding front line units to their positions (and at times drawing critical reserves), thus preventing the delicate switching maneuvers which can often mean the difference between a strong line and a weak, penetrable line.

Though not fool-proof or infalible, one possible way for the Germans to seriously cripple the Americans, is to attack at only 1-2, 1-1, 2-1 and 8-1. This way, the Germans suffer no losses except if counter-attacked. (Of course, there are draw-backs!)...David Whiskeyman, 112 S. Broad St., Lititz, Penna. 17543.

Tactics for U-Boat

by Ken Hoffman

U-BOAT could be called another of the "forgotten" AH war games. Articles, to date, have been nonexistent about it. It seems as though many people are

quite dissatisfied with this game. I feel, however, that there is a great deal of promise in a game where it is truly one player's mind against another's.

One major rules change should be made. That is that it should take 2 hits to sink either the DE or UB in surface combat. I think it's a bit foolish, considering that a DE isn't too small, that 1 single hit from a 3" or even 5" naval gun would sink it. As to the UB, the 1st hit would no doubt hurt it, but a lucky hit indeed it would be to sink it. Coinciding with this rule is the movement rate reduction. The 1st hit on the DE incurs a 1 square penalty; allowing it to move only 3 squares maximum per turn. The UB, when hit, can only move 1 for the remainder of the game.

Tactics for the U-Boat

The UB should play up his greatest advantage - that of maneuverability. When the DE comes charging in - just start twisting and turning to evade him. Of course, the choice of squares is all up to you when under depth charge attack; but make notes on where he goes. This will ultimately reveal; if not a subconscious pattern, at least some sort of favorite attack. When the DE gets behind you, if he does, every turn you make should include a 90 degree turn. This will put you on a 45 degree course for the Convoy Zone. As for torpedoes. This depends on what type of commander the DE skipper is. If he is the bold type, it'll take too many "fish" to cover all possible squares. Wait for him to get close. If you're playing the timid type - put out one torpedo at the beginning. This will get him scared, and allow you to move 2 on the surface for an extra turn or two. 200 feet is the best depth. There you can go up 100' and fire fish, or go down 100' when under depth charge attack.

Tactics for the Destroyer Escort

The first thing to remember is to get into gun range of the UB while he's on the surface. Torpedoes should mean little in these critical opening moves. You must dash in and try to at least get an opening hit on him. Should you score a hit, this will come in extremely handy at the end when, and if, you have forced him to the surface. Needless to say try and get into position to ram---but with any kind of competent UB skipper this is an extremely hard maneuver. After the UB has submerged, get behind him. This makes all depth charge attacks much easier. The strategem used here is demonstrated in the movie, "The Enemy Below". The DE comes around, attacks with depth charges from the rear, and veers off to either port or starboard to come around and attack again. It's most infuriating to

the UB to see the DE come charging down on him every 2nd or 3rd turn! Keep notes on where the UB hides when under DC attack. This will come in quite handy. Don't fall into a pattern! This is fatal. The UB will also keep notes and thus will elude you every time. At all costs be in range when and if you force the UB to the surface. If you got a hit on him before, here is your chance to make good on it. Good Hunting!

Any comments will be most gladly received at my home address: Ken Hoffman, 266 Carroll St., New Bedford, Mass. 02740.

Stop the Allies on the Beaches

by Don Drewek

The following is a D-Day setup designed to prevent any successful Allied landing:

| | |
|----------------------|-----------------------|
| Reserve Armor: | Airborne: |
| 9SS, 49SS, 51SS - D5 | 5 - FF41 (333) |
| 3SS, 15SS, 25SS - C5 | 3 - RR25 (553) |
| 106 | - C4 6/2 - O 23 (113) |

| | | | |
|--------------------------|-------------|-----------|--|
| Armor, Armored Infantry: | | | |
| 774 - N 21 | 554 - TT29 | 444 - V36 | |
| 774 - S 33 | 554 - SS 27 | 444 - L20 | |
| 664 - DD41 | 444 - P 26 | | |
| 664 - TT31 | 444 - Q 27 | | |

| | | | |
|------------|-----------|-----------|--|
| Infantry: | | | |
| 443 - V39 | 443 - U42 | 343 - G13 | |
| 443 - V40 | 443 - M23 | 343 - H14 | |
| 443 - U41 | 443 - O25 | 343 - R29 | |
| 343 - S 32 | | | |
| 343 - S 34 | | | |
| 343 - SS31 | | | |

| | | |
|-----------|------------|---------------|
| Statics: | | Headquarters: |
| (3) - I16 | (1) - V38 | 1 - S28 |
| (3) - J17 | " - V39 | 7 - Q25 |
| (3) - L21 | " - V40 | 15 - X40 |
| (2) - M22 | " - U41 | 19 - BB40 |
| (2) - N24 | " - V43 | Neth - I 14 |
| (1) - O25 | " - AA41 | G - S30 |
| " - P26 | " - X41 | B - G11 |
| " - R29 | (2) - LL41 | ObW - X38 |
| " - R30 | (3) - SS32 | |
| (2) - Q34 | (1) - SS31 | |

This setup is designed to effectively stop an Allied landing on any beach. It should be used only in the basic game, since the local reserves on which it depends could be rendered ineffective, or could be destroyed by strategic airpower. The most successful German setup in the Tournament game would be to guard the North Sea-to Le Havre heavily, and put enough units near the Seine so that the Seine can be held.

I have used it for over a year with devastating effect. I must admit, it is crackable. With sufficient luck and skill, a landing can be made. I have found it a most dangerous setup, how-

ever, and the necessary combination of luck and skill has rarely come up against it. It defies the rules of war - but it works. Dan Drewek, 311 West Lexington Blvd., Milwaukee, Wisconsin 53217.

A New German Approach to Afrika Korps

by Jared Johnson

Every Afrika Korps player has his own ideas, but in my opinion, all sure-fire plans for capturing Tobruch before the first Allied reinforcements arrive, are ridiculous. The German player can only rely on phenomenal luck or a colossal blunder on the Allied player's part. A new approach is needed. This article is concerned with one objective: Getting onto the strategic escarpment squares around Mechili or between P-22 and S-29, without having to fight for them. This way, you will save a supply unit, and avoid the chance of a costly exchange in a 3-1 or 4-1 battle. This can only be done by clever maneuvering and by a tactic called "herding". "Herding" is the act of partly or totally surrounding a smaller and less powerful army, forcing it to pull back its forces and set up defenses in a smaller area, just like you would herd cattle into a small area. Once this is accomplished, you can start on the second objective: Boxing up the Allied units in and around Tobruch, to prevent small 1-1-6's from endangering your supply lines. From there the German can proceed to El Alamein or take Tobruch safely, at his leisure. Here is the first German move: (Rommel moves to W-8 with the Bologna and Trenta unit, giving them both two extra squares. Then he moves to S-11 with the remaining units, giving them all two extra squares.)

| | | | |
|---------|------|-----------|------|
| Savona | W-3 | Ariete | R-17 |
| Trenta | J-3 | 21/3 | T-22 |
| Bologna | L-7 | 21/104 | N-17 |
| Rommel | R-15 | 21/5 | N-17 |
| Pavia | R-15 | Supply #1 | Q-17 |
| Brescia | R-15 | | |

Notice the strategic positions that each unit is moved to. The Trenta and Bologna units will guard against any attempts by the 7/7S.G. to endanger supply lines. The 21/104 or the 21/5 can make it around Mechili, with Rommel's help, to F-17, G-18, or H-18. The key position is N-19. The first time you use this strategy, it is likely that your opponent will not place a unit there. By controlling this square you can move freely from the escarpment squares P-22 through S-29 to the Escarpment squares around Mechili. On your second turn, if possible, you should move your Ariete unit to N-19, or with Rommel's help, to N-20. Be-

cause you will be able to shift your positions so quickly, the Allied player will be hard put to defend the entire line of escarpments. He will be forced to withdraw or let himself be attacked when he isn't doubled. Suppose the Allies do get a hold of N-19. Then what? First Allied Move:

| | | | |
|------------|------|-----------|---------|
| 7/7S.G. | L-12 | Supply #1 | Tobruch |
| 22/Gds | F-17 | 7A/1 | Salum |
| 9A/20 | H-16 | 7A/2 | Salum |
| 2/3 | K-18 | 41/5 | J-62 |
| 7/31 Motor | N-19 | 41/7 | J-62 |
| POL | K-62 | 41/11 | J-62 |

Second German move:

| | | | |
|----------|------|-----------|------|
| Savona | W-3 | | |
| Trenta | C-10 | *Ariete | R-23 |
| Bologna | P-11 | 21/3 | S-29 |
| Rommel | T-21 | *21/104 | S-25 |
| *Brescia | T-21 | *21/5 | P-22 |
| *Pavia | T-21 | Supply #1 | T-25 |

*two square bonus with Rommel

Second Allied move:

| | | | |
|------------|------|-----------|---------|
| 7/7S.G. | N-19 | Supply #1 | Tobruch |
| 22/Gds | F-17 | Supply #2 | J-62 |
| 9A/20 | M-22 | 7A/1 | P-28 |
| 2/3 | N-25 | 7A/2 | P-28 |
| 7/31 Motor | K-18 | 41/5 | M-22 |
| POL | J-62 | 41/7 | P-31 |
| | | 41/11 | M-22 |

The Allies had two problems on this turn. They had to make sure that the Trenta unit didn't get past Tmimi on the coast road, and they had to make sure that the German 2-2-12 couldn't get to the coast road in the first place. The rest of the units were placed so as to delay the German advance on Tobruch from the southwest escarpment squares.

On the third German turn, the 15th division should be moved up past Msus. This threatens the escarpment squares to the west of Tobruch again. They should be moved in approximately the same way as the 21st division was moved, so that they can move all the way around Mechili, and still make it back to the escarpment squares P-22 through S-29 if necessary. The 21/3 unit should be moved around to the southeast of Tobruch, somewhere between Sidi' Omar and Bir el Gubi. From this position he threatens the coast road, and can also aid in attacks from the rear, by cutting off retreat routes. By now, any sensible Allied player should be ready to retreat to the escarpment squares around Tobruch, where the German player can easily box him in. Address comments to Jared Johnson, 1548 Rochelle Drive, Chamblee, Georgia 30005.

Before the Bulge

by James F. Dunnigan

The Army Group the Germans gathered for their 1944 Ardennes offensive

(which included 40% of all their armor) was indeed an impressively equipped force. It was not, however, an adequately equipped force. Shortages in such vital areas as communications, transportation, bridging equipment and training all but condemned the attack to failure before it started.

Regarding the deterioration of the German ground forces up to 1944, the typical infantry division would be a good case in point. By 1944 the "Volks-Grenadier" division had 7 battalions of infantry (vs the US 9) and only 12 anti-tank guns, 12 anti-aircraft guns (20mm) and 17 assault guns. This corresponds to the US 36 AT guns, 32AA guns (40 mm, used mainly for ground defense) and 54 medium tanks. The German regiment (3 per div) had 1868 men, the US 3200. The German rifle company had 143 men, the US 197. Artillery was comparable although the US guns were motorized while the Germans were largely horse drawn. It should be noted that the US infantry division could be motorized whenever the need arose while the German infantry division was almost always walking (especially during the "Bulge".)

There were exceptions, of course, to this German "type". The two parachute divisions were organized on the old (like the US) model. The 26VG was also a "big" division (17,000 men). Of the 13 infantry divisions that participated in the initial assault, 10 were at between 80-100% of their 10,000 man strength (326, 246, 277, 12, 18, 62, 352, 276, 560, and 212 VolksGrenadier) while 3 (3, 5 Para 26VG) were between 13-17,000 strong.

The Panzer divisions had undergone fewer modifications thruout the war. There were now two types, regular and SS. The regular had 4 grenadier battalions (in two regiments) and three panzer battalions (one of assault guns) in a single panzer regiment. There were discrepancies in equipment. The 1st SS had about 50 each of Mk IV's and V's plus 42 Mk VI's. It was by far the strongest panzer division the Germans had. The SS divisions had two more grenadier battalions than the regular panzer units in addition to 12 more 105mm SP guns. (The regular units had 24 105's and 18 150's.) The first assault wave had 500 medium tanks in it plus 470 assault guns.

The allies had 4 2/3 divisions "in harms way" on December 16 (99;2;106; 28; CCA, 9Arm.; 12 Rgt, 4 Div). In addition to these were two Armored Cavalry regiments, (the 14th east of Loshien, the 102nd in Monschau). This force consisted of 242 medium tanks, 182 tank destroyers (either SP or towed) and 394 pieces of artillery (over 200 of which were concentrated in 19 battalions of non-divisional artillery, 1 supporting

99 Division, 10 supporting the 2 Division and 8 supporting the 106 Division). The Germans had 1900 pieces of artillery, about 1000 were in the divisions, another 440 were Nebelwerfers (in 5 brigades) and another 470 or so in 7 Volks Artillery Corps. Many of these guns were unable to displace forward until the 19th because of a lack of prime movers, a poor road net and a delay in getting bridges across the Our river (tanks didn't move across until nightfall of the 16th).

The one US armored division in the area, the 9th, was in three different places. CCB was just north of Elsenborn, supporting the V Corps 2nd division. CCR was 9 kilometers northwest of Clerf while CCA was in the line along the Our river just south of DieKirch. US armored divisions at this time had 3 battalions of infantry and 3 of tanks (186 medium tanks) plus 36 SP tank destroyers, 32 40mm AA guns and the usual tail. Two US armored divisions (2&3) were still organized on an old model, with more infantry and 232 tanks. US units were almost all at full strength, with a few falling as low as 90%.

The Bulge offensive has been aptly called, "the Indian Summer of the German army." There is a lot of truth in that statement. If the Germans had possessed the resources, they might have won. They had neither the resources nor the will. Field Marshall Model, a month before the attack, stated that, "...the only result will be a bulge in the line." His basis for such a glum prophecy; a lack of sufficient resources. Such perception was wasted on everyone but the allies. Comments should be addressed to James F. Dunnigan, 8512 Fifth Ave., Brooklyn, N. Y.

Keep Mail-orders Separate

Many of you write us often... for this we thank you as it helps develop a comradeship of sorts. Unfortunately, there are times when your letters and orders are not processed as quickly as you would like them to be. This usually happens when you combine requests for more than one thing in the same letter. Often such letters get bogged down while being shuffled from department to department. For example, many of you will send a letter that contains an order for games, for parts, plus a question or two about specific games, a subscription to the General, and maybe even an "Opponents Wanted" ad. When such a letter is received it first goes to the subscription department. A day or so later it is sent to the shipping department where it may sit for several days depending on how many orders are awaiting processing at the time. After shipping, the letter

is turned over to the Design Department where it awaits answering. Finally, it is sent to the "General" for typesetting of the "Opponents Wanted" ad. Conceivably, several weeks can be consumed before the entire operation can be completed.

We suggest, instead, that you keep such correspondence separate. Send us a separate sheet for each operation so that the above procedures can be

accomplished simultaneously. We'll both be happier for it.

Contest #9 Winners

Information regarding the September contest winners was not received until after the publishing deadline. Winners names will thus appear in the following issue.

CONTEST NO. 10

"Foul", claim many contestants everytime we feature a contest built around a game they don't possess. Therefore, this month we are going to feature all of them. This will also give those of you who are really Avalon Hill fanatics an advantage for once.

We have listed on the ENTRY sheet names of facts which pertain to individual games. For instance; "Our River" pertains to Battle of the Bulge so you would write in "Bulge" under the Avalon Hill game column. Simple, what? Fair warning: most of the facts apply to only one game; but several apply to more than one in which case you must list every game to which they apply.

SUBMIT NAME OF YOUR DEALER

This contest has a two-fold purpose; that of increasing your library of games plus increasing our distributorship on the retail level. To accomplish the latter, you can help. Your ENTRY sheet must include the name and address of at least one Avalon Hill outlet in your area. (If there are more than one, include them also.) More important, if Avalon Hill games are not available at all in your locale, then give us the name and address of the dealer you would like to see stock our games.

HOW TO ENTER

This contest is free to all subscribers. Simply fill in the ENTRY sheet, along with the name of your dealer, and mail to: The Avalon Hill Company, 210 W. 28th Street, Baltimore, Md. 21211. Entries must be postmarked no later than December 12, 1965. Print your name and address clearly and make sure you list the game you wish as winning prize. Those who do not wish to mutilate their magazine may send a copy or photostat. Naturally, only one to a subscriber is allowed.

Ten winners will be named. Winning entries will be those who have matched up the most facts with games correctly. Winners will be awarded a free Avalon Hill game of their choice. ENTRY sheets that do not contain at least one dealer's name will be disqualified.

ENTRY

| FACTS | AVALON HILL GAME(S) |
|-----------------------|---------------------|
| Our River | <i>Bulge</i> |
| Southern Bug | |
| St. Nazaire | |
| Convoy Zone | |
| Major Albert Goldleaf | |
| 101st Airborne | |
| Automatic Victory | |
| Blue Capitol | |
| Cemetery Ridge | |
| Sedan | |
| St. Almand | |
| December 1944 | |
| Faroes | |
| Stadium Boulevard | |
| Lake Frederick | |
| 7-4 | |
| June 1942 | |
| Grant Cavalry | |
| FIU | |
| Strategic Air Power | |
| Operation Overbrook | |
| Damascus | |
| Crimea | |
| Blitz | |
| Long Belt | |
| Mulsanne | |
| June 1815 | |
| Slipstream | |
| Knightsbridge | |
| Northampton | |
| TFV | |
| Cooper | |
| Defense B | |
| Glen Yard | |
| Birmingham | |
| Free French Brigade | |

Name _____

Address _____

City _____

State _____

Your Prize _____

DEALER'S NAME & ADDRESS

Home Brewed Games

The typical Avalon Hill game aficionado (game nut) is an inventive one. So much so that we began listing those (July issue) who have designed their own. Continuing this feature, we find another World War II game played on a gigantic 7' x 14' mapboard. Designer Donald Greenwood, 128 Warren St., Sayre, Pa., includes all the nations of

Report from PBM League

(Continued from PAGE 1)

games. At present, the winner of a league game is awarded three points; the loser one point. After enough games are played, matches will be arranged between players with similar scores.

The basis of the Rules Committee's appeal is this: How adequate is the present rating system? Will the best player usually win, or will the victor usually be the person who chose, or was assigned, a particular side? A survey may help answer these questions and assist the Rules Committee in evaluating the present system.

Specifically, the committee needs as much information as possible from as many A-H players as possible. This request is not addressed only to Huntington P.B.M. LEAGUERS, or to those who play-by-mail, but to any and all who play A.H. games.

The desired information is: 1. Name of individual battle game played; 2. Winning side; 3. The specific turn in which the game ended; 4. What optional rules were used, if any. A sample format is shown below.

| Game | Turn victory achieved by player who moved | |
|---------------------------------------|---|--------|
| | First | Second |
| Afrika Korps, Orig. | | |
| Modified Eng. placement, supply table | | |
| Bulge, Basic Tournament | | |
| D-Day, Original | | |
| 65 Basic | | |
| 65 Tournament | | |
| Gettysburg 64 | | |
| Stalingrad, normal | | |
| Reduced Russ. supply | | |
| Tactics II, Basic | | |
| Optional rules | | |
| Waterloo | | |

Send your replies to: Fred Webster, 844 Ashcomb Dr., Valinda, Calif. 91744, by January 15, 1966.

the world except South America. The game contains over 3,500 counters representing armies, navies and air forces.

Madrid, a game of the Spanish Civil War 1936-39, is the brainchild of Roger B. White, 16470 S. Park Blvd., Cleveland, Ohio.

John Schaelfer, 2709 Norbert Street, Flint, Michigan, possesses a Coral Sea game based on Avalon Hill's Midway system of naval combat and air action. He also has a Grand Tactics game, a World War II invasion game, featuring 2 types of invasion transport, naval attack points, air-ground contact, a "hairy" game board, and in his own words, "hairier rules."

Along these lines in a Tactics III model by The Centurions, an Avalon Hill Club presided over by David L. Arneson, 1496 Hartford Ave., St. Paul, Minnesota. It comprises four countries, army, navy, air forces, special tables for naval gun duels, destruction of industry plus all sorts of maneuvers over a huge 4' x 2' map for land operations and another same size mapboard for

naval operations. Their club also has a World War II game, World War I game, a Korean game, plus several others built on the Avalon Hill format.

Compiled from actual historical records of the Civil War. The game of LEWISBERRY is similar to original Gettysburg by means of play. LEWISBERRY was a skirmish that occurred just before the great battle of Gettysburg, as the Penna. State Militia tried to defend their capital at Harrisburg from capture by the Confederate Army. You command the actual forces that fought just seven miles south west of the capital of Harrisburg, in this realistic, all skill game. For free information about this game of LEWISBERRY, feel free to write to JIM JAY BIRNIE, 7 CLEMSON DRIVE, CAMP HILL, PENNA. 17011.

Wizardry at Waterloo

by Bernard W. Bopp

I hope that fans of the PAA who used my "Quandary at Quatre Bras" strategy were successful. However, being a fair-minded person, and not wishing to destroy play-balance, I am obligated to submit my plans for crushing the ultimate (?) defense detailed in the last issue (Sept. '65).

The French player is faced with six main attack areas. I list them below, with the advantages and disadvantages of each:

I. Braine le Comte road area: Advantages: a) Difficult for PAA reinforcements to get to. b) Once the river has been breached, the area is open, affording no defensive position to the PAA. Disadvantages: a) Remoteness; IC and IIC need at least two additional turns to get there. b) "Arriving" units often come up the road; these units could easily form a tough river defense.

II. Nivelles: Advantages: a) Once Nivelles is taken, the PAA defensive lines must be greatly extended. Also, Quatre Bras position is flanked. b) Roads out of Nivelles increase French mobility. Disadvantages: a) Easily defended funnel formed by woods. b) Remoteness; also, French command can be reinforced only with difficulty.

III. Woods between Nivelles and QB: Advantages: a) Splits PAA command in two, endangers communications. b) Flanks Nivelles and QB positions. Disadvantages: a) Mobility is drastically reduced, making attack more difficult. b) Unless the French player is careful, he can be easily surrounded by PAA units from QB.

IV. Quatre Bras hill: Advantages: a) Hits the bulk of the enemy; if successful, cracks a vital defensive position. b) Once the QB hill falls, the PAA are left without adequate defensive

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Coupons can be used towards the purchase of games, parts, play-by-mail equipment and the General. They are valid only when ordering direct from the Avalon Hill Company. Coupons are not redeemable at retail outlets.



position. Disadvantages: a) Fortified position; "exchange" could be crippling. b) Difficult to get 3-1; extremely risky at lower odds.

V. Area between QB and Bors de Mez: Advantages: a) Easily reinforced. b) Attack, if successful, flanks QB hill position. Disadvantages: a) Terrain poor; funnel formed by woods and QB hill. b) PAA reinforcements readily available, meaning considerable time may be lost in attacking.

VI. Tilly: Advantages: a) French reinforcements readily available; PAA position can be reinforced only with great difficulty. b) PAA collapse, if achieved, will be final; it is highly improbable that another PAA stand can be made short of the LaLasne River. Disadvantages: a) Terrain poor; area is constricted by rivers and forests. b) Area is remote from Waterloo, with no good roads to aid movement.

I would reject area I for the reasons given: it is too remote and Anglo-Allied reinforcements coming up the road can easily hack up a corps or two. I also reject area III for the reasons given; in the games I have played, I have never seen a successful forest attack. Area IV is risky, and even if successful, the attack usually boils down to a war of attrition, neither side gaining much territory. The remaining areas, then, are the ones to receive the attack.

Because of their proximity to the area, IC and IIC should be used to attack Nivelles. The IIC cavalry can be sent out in advance of the main column to eliminate any PAA cavalry resistance. It should be expected that nearly all available Anglo-Allied units will be used in defense of Nivelles. The French commander should expect victory, but not before morning of June 17. If possible, send along an extra three cavalry divisions for soak-off use.

The second attack should be directed toward area V. This is intended purely as a holding action, since this area is stoutly defended (at least four infantry divisions at any one time.) I generally use the third and fourth corps, reinforced with some cavalry, in the attack. The fifth corps functions as a strategic reserve and should be placed in front of the QB hill. In this position, it serves to prevent PAA withdrawal from the heights.

But it is at Tilly that the French have the greatest chance of success. Granted, Tilly is a long way from Mont St. Jean, but a French column coming down the Thil-Dyle river corridor forces the PAA to retreat no matter what the situation at QB or Nivelles. Perhaps more important, the French open up a second front along the LaLasne River. It has been the case in all too many games that the PAA retreat to Mont St. Jean and form a line, the French follow and

form a line, casualties are traded, and finally the Prussian IVC arrives and carries the field. A second front would spread the weakened PAA much thinner, making a breakthrough that much easier.

However, since Tilly is so far from the final objective, time is of the essence. The PAA forces must be destroyed quickly. If the Prussians at Tilly are positioned the way I detailed last month, they can be hit from four squares. Assuming two soak-offs are needed, 56 French attack factors can still be massed against the position. This is more than sufficient for three 3-1 attacks against the 6-4's. The hard part is juggling the factors so that three separate battles are possible; it's difficult, but it can be done. Several 5-4's are required, so the third and fourth corps must be temporarily dispatched to Tilly. In conjunction with this, send 3 or 4 heavy cavalry units on a wide sweep to the east, landing on square Y-13. On the next turn, crack the eastern river line by moving to X-14. This will widen the Prussian front considerably, and use up his delaying units that much faster. Assuming average luck, two Prussian infantry divisions will be destroyed (one exchange, one elimination). On the next turn the imperial guard and the remaining cavalry will drive down and attempt to finish the job.

The imperial guard should reach the LaLasne River area well in advance of the Prussian IVC, and, because of its position, will prevent it from linking up with the weakened PAA troops in the Mont St. Jean area. If the French command shows sufficient speed and decisiveness in this plan the odds are on their side. Good luck... Bernard W. Bopp, 2117 Bogart Ave., New York, N.Y. 10462.

Definite Edge to the Japs

Victorio Gervol

To anyone who has played Midway a few times it soon becomes evident that the Japanese have a definite edge. This does not, however, mean that the Japanese cannot lose, on the contrary if they make one mistake it may cost them the game. Therefore, the Japanese must make full use of their ships and aircraft.

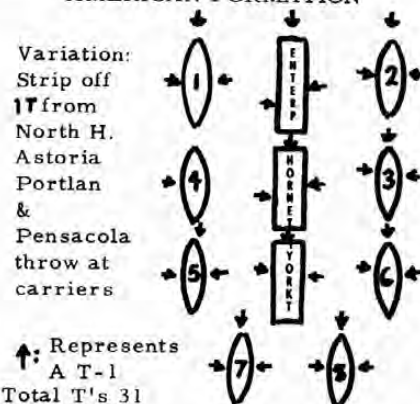
In my opinion the Japanese should not bring on any aircraft carriers until 0500 June 4th. The main reason being the Japanese submit themselves to two extra B-17 raids and also lack the cover in the face of a normal air raid. They should bring on the Light Cruiser Nagara and possible Tone so as to be able to call out search zones, however. When the Japanese do come on at 0500, their fleet should be grouped as follows: Car-

riers Akagi and Kaga, Battleships Haruna, Kirishima, Kongo, and Hiei, Cruisers Mikuma, Mogami, Chickama, Chokai, Myoko, and Haguro. With this fleet a B-17 raid will sink a carrier 1 out of 6 times and a normal air raid does little damage even with average luck. With this fleet the Japanese should hunt the Americans if they haven't yet been found by the scout cruisers. Once the Americans have been spotted Soryu, Hairyu and Zuiho should be brought on behind a cruiser screen of Kumano, Suzuya and Yura. Note: these carriers should be brought on each in a different area so as to lessen the effect of Americans spotting of all of them. Atago should be brought on alone or at night to lessen the chance of a B-17 raid or an American air raid during the day.

A few hints on air raids

When launching an air raid the Japanese should split up their attack by hitting every American ship on sides plus one dive bomber squadron on top. Note the Americans have 11 ships and can therefore screen only 11 sides or tops of ships. The American ships have 44 sides so you can see what an attack by many single T's can do and with the dive bombers coming in on top --the American fleet is badly shot up. Example: Average Japanese attack on main American fleet with 31 T's and 28 D's plus fighter cover.

AMERICAN FORMATION



1 North Hamp
2 Astoria
3 New Orleans
4 Atlanta

5 Vincennes
6 Minneapolis
7 Portland
8 Pensacola

D-6 on top of
each carrier

D-1 on every
cruiser

D-2 on 2nd wave
against AH. Cruiser
or Carrier of
your choice

Note with this
attack bad luck
insures 50% sunk
good luck 80%
average 60%

Other comments: on the turn before night the Japanese, if they have even the faintest notion of an imminent

American attack, they should keep their fighters on CAP and the remainder of their aircraft out just flying, so as to prevent the Americans from getting a "free" air raid.

Hosho and Zuiho aircraft can now be used either to eliminate remaining Americans or soften up Midway.

There is a certain amount of risk in the above plan but I believe if the Japanese player is tactful and deceiving he can win nine out of ten games.

I wish to point out that the Avalon Hill Midway game lacks one more Japanese ship the light cruiser Jintsu which should come on at 0500 on June 4. Also I would like to say that in the interest of realism and fair play B-17 attacks on Atago should be prohibited as in the real battle there were 15 Japanese transports and I doubt whether one B-17 raid could sink them all.

I would urge all Avalon Hill war gamers to read the book "The End of The Imperial Japanese Navy" by Masanori Ito, a detailed account of the Japanese Navy in WW II. It also has a detailed account on all major naval engagements from the Japanese point of view. Good luck and Bansail.... Victor J. Gervol, Jr., 5131 Juniata St., Duluth, Minn.

Invitation to Disaster

by William Creamer

After reading "Best Stalingrad Defense Ever" by Ron Bullis, in the July issue of *The General*, I decided to set it up and see if it was as good as Mr. Bullis claimed it was. After setting it up I checked his locations three more times and experimented with it for two hours before writing this article.

His so called "best defense" gives the German player an opportunity to win the campaign on the first move. The positions of the Russian troops south of the Pripyat Marshes and on the Finland Front are very good indeed. In both these areas it would be highly difficult for the German player to mount a successful offensive. These positions are useless however, when the German closely studies the Russian displacements north of the Pripyat Marshes.

On this front at first glance the Russian seems very strong but there are two subtle faults in Russian displacements that can give the German the key to victory. On the Nemunas River line there are two Russian units which are very poorly placed. I refer to the 5-7-4 one west of Vilnius and the 2-3-6 three southwest of Kaunas. By massing the German panzer forces (8-8-6, 8-8-6, 8-8-6 and 8-8-6, 7-7-6, 7-7-6 against the 5-7-4; 6-6-6, 6-6-6, 6-6-6 against the 2-3-6) two 3-1 can be obtained. By properly guarding the flanks of this at-

tack from a counter-stroke by the strong Russian forces in the Brest-Litovsk area, the German player is thus able to breach the Nemunas line on the first move as well as block the Brest-Litovsk-Minsk railway.

This opening move coupled with moderately strong demonstrations both in Finland and south of the Pripyat Marshes will make the Nemunas front untenable for the Russians consequently forcing them to withdraw to the Divina River line. By doing this the Russian forces south of the Pripyat Marshes are in danger of being encircled by a German thrust directed from Minsk toward Kiev. A threat of this kind should force these Russian forces to withdraw at least to the Southern Bug if not to the Dnepr.

In this way the Wehrmacht is at the gates of Smolensk by July, 1941. If this city falls, the "dry route" to Moscow is open with two sure months of good campaigning weather ahead. The future of the USSR can be measured in days! William Creamer, 2212 Avenue B Southwest, Winter Haven, Florida.

"The Perfect Russian Placement" Criticized

by Raymond Utz

I am moved to comment briefly on Scott Geller's Perfect Russian Placement. In the first place I am inordinately suspicious of "perfect" defenses and attacks. In the second place there are several blatant weaknesses in this set-up which offer no reasonable hope of adequate compensation.

First, we can observe the following general weaknesses. The Finnish Front has an artificial, contrived look to it that indicates an uncomfortable compromise. It is too strong for a purely defensive role and yet lacks the punch for a quick, decisive liquidation.

The two heavy infantry units (3 and 28) are tied down with work that a pair of 5-7-4's could do just as well and, therefore, can be considered as wasted for practical purposes. Both of the above errors violate the principles of concentration and economy of force.

The failure to occupy squares jj-12 and gg-11 or gg-12 is inexplicable, and makes the south central front much weaker than it would have to be. This failure is tantamount to surrendering the Carpathians without a struggle. It is all the worse for the fact that the error cannot be rectified.

Square s-18 is too weak permitting the Nemunas River Line to be cracked on the first move. Presumably, the hope here is that the German will be sufficiently self-destructive to cross the river with a stack of heavy units,

permitting himself to be mousetrapped. As usual, however, it is a questionable tactic to rely upon your opponent for mistakes. Similarly, nn-14 also falls on the first move without even the necessity of committing heavy units to the attacks. While the Prut Line is hardly indispensable, it seems pointless to yield it so easily and so early. Moreover, the terrain of the Prut Bend precludes any effective counterattack, so that this deployment cannot even be considered an obvious trap.

Brest-Litovsk is too weak. It falls on turn one as well, flanking the Bug River line, and exposing z-18, 19 almost immediately. The German can be, and should be delayed at Brest-Litovsk at least one more turn. In any case, he should not be permitted, as he is in the text set-up, to concentrate eight pieces on Brest-Litovsk on the first turn.

Summarizing, this defensive set-up gives the Germans too much too early, and at too little risk.

All things considered, this defense is probably playable. The Russians have considerable staying power, if handled properly. Nonetheless, better defenses have been beaten.

In the interests of brevity, the details of a German first move will be left as an exercise for the reader... Raymond Utz, 208-1 NW Rockledge Place, Huntsville, Alabama.

You Can Defend All Areas

by Brenton Ver Ploeg

Upon reading an "impregnable defense" for Stalingrad in the *General*, I thought that I would at least offer a unique defense for D-Day. While I cannot assure total and complete victory, nor can I claim to be infallible myself, I offer the following...

While I find no real fault with the retiring type of defense in D-Day, I personally feel that a different system can be utilized to great effect. Briefly, I advocate the defense of all areas. Playing under the new set of rules, this would exclude South France. The basic purpose of such an aggressive defense is a repulsion of the first invasion, and at worst the use of Strategic Air Attacks far from the borders of Germany. The defense is as follows:

Static divisions (1-2-2) on:

| | | | |
|------|------|------|-------|
| F-13 | P-26 | L-21 | S-32 |
| G-14 | Q-27 | L-21 | S-32 |
| G-14 | Q-28 | L-21 | V-38 |
| G-14 | Q-28 | M-22 | AA-41 |
| I-16 | R-29 | M-22 | FF-41 |
| I-16 | R-29 | M-23 | HH-42 |
| I-16 | R-30 | N-24 | |
| H-15 | R-30 | O-25 | |
| L-20 | S-32 | O-25 | |

Heavy Regular Infantry on: (4-4-3)
X-38, AA-41, LL-44, G-13, F-10, L-20
Light Regular Infantry (3-4-3) on:

F-13, H-15, J-17, L-20, P-26, Q-27
4-4-4 units on:
S-34, BB-40, FF-41, FF-41

5-5-4 units on:
S-34, V-36

7-7-4 units on:
O-25, HH-42

OPPONENTS WANTED

From: Military Governor of Maryland, Commander, Fort Detrick, Baltimore, Md. To: PBM prospects in Maryland. Re: Recruitment for World Conquests Inc.

Interested persons who eagerly await opportunity to defeat Spectre wanted. Duty calls to defend birthplace of Avalon Hill. Address: (Code Name) 6th Column, 4118 Glen Park Rd., Balto., Md. 21236, NO 8-6861. R. Reed

Battered but Game Aged Field Marshall wishes live opponents in vicinity of South Shore. Will play either side of Midway, Afrika Korps, Bulge, Gettysburg (Non-Hexagonal), Waterloo or Bismarck. Contact: Norman A. MacDonald, 169 South Franklin Street, Holbrook, Mass. 02343. 961-1345.

Wanted opponents for any of the following games: Stalingrad, Waterloo, Afrika Korps, D-Day ('65 version), Gettysburg, Tactics II, and/or Battle of the Bulge. I am willing to play any side and any rules or variations within reason. If interested please contact: Terrence Stafford, 275 Allegheny Park Forest, Illinois 60466.

WANTED-opponent with guts in birthplace of AH-Baltimore, to play small game of unbeatables. We play D-Day (Ger.), Battle of the Bulge (Ger.), Bie (either). In person preferred. Call or write: Sixth Column, 700 Randy C. Reed, 4118 Glen Park Rd. (#36) NO. 8-6861. ROMANS UNIT under the glorious banner of SPECTRE. Here is a golden opportunity for anyone in the Utica-Rome area to help forge a second Roman Empire. Please write: Richard J. Paracka, c/o John E. Begley, R.D. #1, Main Street, Herkimer, N.Y. 13350.

ATTENTION: Challenging everyone, anyone west of the Mississippi (especially clubs) to a PBM game of Afrika Korps, Stalingrad, or Bulge (with all tournament and optional rules). Send acceptance, your choice of sides, initial set-up, or first move to Jared Johnson, 1548 Rochelle Drive, Chambliss, Georgia 30005.

Citizens of Missouri! Rally to the Banner of the 19th SPECTRE Army. SPECTRE needs you to stamp out "subversive" elements in our beloved state and nation. Contact Headquarters - Joseph Wichmann, Commander, 5708 Helen Ave., St. Louis, Missouri 63136. Would appreciate Vol. I, No. 1 and Vol. I, No. 4 of the General for purchase or reproduction. Try opponent wanted for Bulge or Tactics II - PBM - either side. I am also Tyro. All letters will be answered. H. G. Critchfield, 1255 8th Ave., Apt. 2, San Francisco, Calif.

Wanted: Opponent to play in Person. I have the following A.H. Games: Battle of the Bulge, Waterloo, D-Day, Stalingrad, Tactics II, Chancellorsville, Midway, both versions of Gettysburg, Bismarck, U-Boat, and Afrika Korps. Either write Glen Anderson, 3711 Towanda Rd., Alexandria, Va. 22303 or phone 765-7759.

Any realistic challenge from an opponent for Afrika Korps accepted. Write: Lt. Drue L. DeBerry, 4230 E. Falcon No. 1, McGuire AFB, New Jersey 08641.

Tired of losing? Give yourself a break; try us - The Alliance of His Royal Highness, The Archduke of Andorra, and His Royal Highness, The Grand Pubhah of Upper Afghanistan. Our armored, airborne, horse-artillery will take either side in: A.K., Sigd., Bulge. Play either or both of us, Ken Stickers, 2727 Brassie Dr., Glenview, Illinois 60025.

I Lieutenant General James Jay Birnie, commander in chief of the Confederate Army of Central Pennsylvania, have since the beginning of the summer season, defeated the Willingboro War Mongers, in New Jersey, and have chased the Third Army of Pennsylvania. Basic Gettysburg '58 is the game; your defeat is my aim. For best surrender terms write today. Lieutenant General James Jay Birnie, 7 Clemson Drive, Camp Hill, Penna. 17011.

Inexperienced Napoleon needs inexperienced Wellington. Live or by-mail. Write: Raymond Montgomery, 1217 Montgomery St., Wichita Falls, Texas 76302, Call: 766-2712.

OPPONENTS WANTED

Indulge yourself in the thrill of crushing a new adult play-by-mailer. Completely untired and ready to be led to the slaughter on the fields of Tactics II, D-Day or Afrika Korps. Am willing to sacrifice myself for the experience. Also interested in learning of club organizations in the west. Richard F. McGrath, 3109 Hillview Dr., Orange, California.

"Help! I moved to Alaska one year ago. To date I have found very few people to play my Avalon Hill games with. Would be happy to hear from anyone who would like to discuss Tactics and Strategy. Please write or contact Bill Stanley, Apt. 3-D-2, Fairview Manor, Fairbanks, Alaska."

WSU student interested in starting or joining a war game club in the Wichita, Kansas area. Need opponents in Tactics II, Gettysburg, Afrika Korps, Battle of the Bulge, Midway. Please contact Mike Everhart, 7433 S. Pattie, Wichita, Kansas 67216, JA-21359.

To: Anyone wanting to join Spectre (Virginia Sector) or play in person. From: General Larry Burstin, Commanding Virginia.

Subject: Must supply games because I left mine at home. Write: Larry Burstin, P.O. Box #31, Frederick College, Portomouth, Va. 23703 or phone 4849892 or 4849853.

New members are wanted from the Utica-Rome and Mohawk Valley areas for Spectre. Join our band of merry men. Contact: Richard J. Paracka, c/o John E. Begley, R.D. #1, Main St., Herkimer, New York 13350.

Adults interested in intelligent hard-fought battles of Blitzkrieg, Bulge, or D-Day against German opponent by mail only. Please contact: Vernon Pomeroy, 2280 High S.E., Salem, Ore. Attention: All Wargamers and Armies: I am ready to start my victorious record in AH's new game. I want PBM opponents for "Blitzkrieg". Will also play "Afrika Korps", "D-Day", "Bulge", "Stalingrad", "Tactics II", "Gettysburg". Pick your sides and rules and send replies to (Obergruppenfuhrer) Allen R. Coffin, 1802 Greenbriar Lane, Flint, Michigan 48507.

Adult opponents wanted for Afrika Korps, D-Day '65, Tactics II. Would like to play in person if in B'ham Area. Contact George N. Betros, P.O. Box 1700, B'ham, Ala. 35201, Phone: 786-8762.

College level opponents for Afrika Korps, Bulge, and Blitzkrieg. Either side, latest rules. Terry Griffiths, 4012 Idella St., Mogadore, Ohio 44260. Oregonians, especially those in the Portland Metropolitan area. Members are needed for a local AH war-gaming club. We have contacts for club PBM contests throughout the nation and are further interested in organizing tournament play. Send all inquiries to W. Gerald White, 4004 S.E. Pine St., Portland, Oregon 97214 or phone 232-1206 (area code 503).

Generals needed for team game of Waterloo. If interested, give playing experience. Contact: Arthur Margulies, 9130 Bradford Rd., Silver Spring, Md. 20901. JU. 9-3103 or James Stahlor, 317 Eton Rd., Silver Spring, Md. 20901, 593-4160.

"Achting Komerads! Pro-German? Been losing lately? Demoralized? Need leadership? Sounds like you need Wehrmachtfuhrungstab. Now you too can beat the Allies! Enlist now, and you too can be tops! Write: WFSST, c/o J. Woyansky, 4205 E. 186 St., Cleveland, Ohio 44122.

Commanders wanted for a multi-player play-by-mail of Blitzkrieg! All who are fascinated write: David B. Whiskeyman, 113 South Broad St., Little, Pa. 17431. All those who are merely intrigued, write: (Sorry! It's still the same address.) All those who don't give a darn: send I care! Need address only: questionnaire to be sent.

All AH players, know this! If anyone kills you, Spectre kills you. If anyone kills Spectre, you kill Spectre. Join World Conquests Inc. and do the right thing. Write Dennis Largers, 1908 Quincy St., N.W., Wash., D.C. P.S. Spectre chickened out of playing us face-to-face.

OPPONENTS WANTED

Wanted: 22 generals for multiple-commander play-by-mail game of Tactics II. Latest rules (get from A.H. or ask me). Weather, replacements, and isolation. My rules no border crossing on 1st turn, and more than a corps can be hidden. If interested, write: Larry Kuennig, 15261 Pine Lane, Lombard, Ill. 60148.

The Midwest is opening its rolls to the first 25 people who indicate a desire to join. Players are needed to staff a series of new 8 player games in which the smallest command will be 36 units. Here is your chance to show off your strategic and tactical skills. Write: Stanley D. Hoffman, Apt. 307, 50 Massachusetts Ave., Cambridge, Mass.

The newly formed Central Square War Games Club guarantees no German can penetrate its new system of Russian defense nor can any British player survive its original technique of German defense nor can any German defend the Rhine against its superlative Allied strategy in D-Day '61. Interested? Contact: Lawrence Wood, Apt. 10F, 351 Massachusetts Ave., Cambridge, Mass. 02139.

AGNs has specialists in Stalingrad - Germans, D-Day '65 - Allies, and Afrika Korps - British. If you care to challenge us, contact Cos Agn, 2646 Carroll St., New Bedford, Mass. 02740.

PBM Blitzkrieg, either side. You should be able to correspond punctually, and also have experience in beating worthwhile opponents. Send your first move to: Chris Chamness, 1805 Wayne St., Pomona, California 91767.

Notice: Would like to have a round of Afrika Korps with anyone, anytime. Age 23. Send opening move or what to: 19 Merrill Road, Clinton, Conn. Hasn't anyone got an impenetrable defense for the Russians in Stalingrad? pax: William Gilbert, 63 Pinebrook Dr., Larchmont, N.Y. 10538.

Undeclared and incidentally untired General desires adult opponent. Prefer to start with Afrika Korps, either side, with 2nd Ed. PBM odds & official rules. Contact: Boyd H. Benson, 831 Grand Ave., Everett, Wash. 98201.

Americans! This is your chance to join DUSK (Der Ueberlegen Siegreich Kommando) a new and progressive gaming organization. We have state, interstate, and divisional PBM competition between members. There are State and Divisional commands open. Will incorporate other, smaller clubs and accept single memberships. If interested send your name, age, address, number of games, experience, and questions to: Der Fuhrer/DUSK, 447 Broadway, Bangor, Pa.

Rally 'round the Stars & Bars, Rebel! The 10th Corps of the Confederate Army of Central Pennsylvania invites any and all persons attending the University of South Carolina who wish to band together in the defense of our Confederacy to contact: John Kockhols, Box U-3133, USC, Room E-306, Columbia, South Carolina.

Attention! All those interested in attempting to play a game of Diplomacy by mail are invited to contact Robert Murphy, Jr. at 22 Millay Place, Mill Valley, California. Stanley Hoffman, we've extended a very special invitation (or challenge, if you want to call it that) to you and your friends. The staff of "The Imperial" is also on our list.

Will play Tactics II, Afrika Korps, Bulge and Blitzkrieg (either side on each) by mail. Also any AH war game in person with anyone in Springfield area. Would also like to join club in area. Have 6 years experience in A.H. games. Write - Scott Fisher, 1012 South Livingston, Springfield, Ill.

S.M.E.R.S.H. calls to all freeddom-lovers. SPECTRE must be crushed. All those interested in joining write to Thomas Fancher, 26 River Street, Sidney, New York.

Attention: Anyone within a reasonable distance of Fairfield, Connecticut is wanted dead or alive to play any war-game, especially Blitzkrieg, and have a car to make any trip within reason. Phone: 259-6026, or write Jim Langenfeld, 343 Old Hickory Rd., Fairfield, Conn. 06431.

OPPONENTS WANTED

Opponents for Battle of the Bulge wanted by Mike Martin, 221 Penn. Ave., Lebanon, Tennessee.

Wanted--Adult opponents to play almost any A-H game in face-to-face combat (no PBM) in West Chicagoland area or for an occasional game in South Bend, Ind. or Milwaukee, Wis. (my travel area). Have played several games by mail would now like to play more games in person. Write or call: George Wulbert, 3813 Butterfield Rd., Bellwood, Ill., phone: 544-8442.

Desire opponent in Battle of Bulge by mail or otherwise. Either side. Philip Pomerantz, 1931 Spruce St., Phila., Penna. 19103.

Expert defensive strategist seeking capable offensive general. Will play D-Day, Stalingrad, Waterloo, or Battle of the Bulge. Write: Robert J. Beyma, 701 N. Hope St., Phoenix, Va. 23363. Americans: organize the world under 1 banner by joining Spectre. This fantastic organization now has members in over 15 states and Canada. Anyone interested should contact their state commander or send a self-addressed envelope to: Director of Personnel, Spectre, P.O. Box 246, Oakton, Va.

Since the Confederation of the West has split into several parts, we of San Francisco and the Peninsula hereby declare our neutrality in all PBM Wara But, in Nov. or Dec. the Purple Cloud and his East Bay rebellion will face our hordes. The Peninsular Empire. 670 Darrell Rd., Hillsborough, Calif. 94010. JOIN! - Jack Greene, Jr. Arise there is still hope; a club formed in the Bay Area of California rises to crush the entwining tentacles of Spectre. The Infantile Peasants will be taken by surprise. Other clubs unite us. The Mad Court of Concord - Brian Babcock, 3914 Pridmore Court, Concord, Calif. 94521.

Why Wait for 1984? Kampfgruppe Oceania is preparing to strike! Able commanders are needed from every state in the union for divisional and state commands. Will incorporate smaller groups and accept individuals. Contact Now about Kampfgruppe Oceania and M.A.R.S. (Mission for Attack and Revenge against SPECTRUM). Send name, address, age, and experience to Cedric Denny, 3714 Sourwood Court, Louisville, Ky. 40220.

Anyone interested in helping bring about the downfall of "Spectre" read the following: all individuals and fledgling clubs that wish to join, the 2nd largest club in the U.S. and Spectre's leading rival, contact Ken Thurmond, 186 Price Way, Folsom, Calif. You could very well be the head of our own state's branch. (Only those west of the Miss. apply).

HELP! I am an inexperienced player who needs Play-by-Mail opponents. I will play all--experts who want an easy win--amateurs who want to play someone at their own level. If interested, contact Ken Just, 1535 Roman Avenue, Wilmington, California 90744.

The AAAO Triumvirate Challenges YOU! The AAAO (anything, anytime, anywhere, bar none) has finally made itself known. We challenge all members of SPECTRE (and other such acumen to any AH WWII game. Surrender terms are easy. Unconditional. We are waiting for you. Note we take no prisoners. No reply will be considered an admission of Defeat. Banzai! AAAO Triumvirate, c/o Generalissimo Vittorio Gervai, Jr., 5131 Jumata St., Duluth Minnesota 55804.

Inexperienced American General wishes amateur German Field Marshal to engage him in a lively battle for possession of the land east of the Meuse. Prefer to play live, but I will also gladly play by-mail. Contact: Bill Robinson, 633 Magnolia St., Neptune Beach, Fla. 32050, phone: 249-5046.

Nevadan Wargame Staff: News is challenging anybody to any AH play-by-mail war game using 2nd edition battle results table. You name side and optional rules. - Send to Neal Parsons, 1901 Pineridge Dr., Reno, Nev. 89502. I am interested in contacting adult-type players in this area. Omar DeWitt, 99 Tompkins St. Apt. 3, Cortland, New York. Phone: 753-3922.

OPPONENTS WANTED

Wanted: Opponent to play-by-mail or in person "Afrika Korps". I prefer the British side but will accept the German command. Contact Richard Locke, 2232 Wesley Avenue, Evanston, Illinois 60201. Phone: 869-0035.

Attention Ithaca! Anyone in the Cornell University-Ithaca area interested in either forming a club or just playing a game or two, please contact Warren J. Sasa, 1121 University Hall, Cornell University, Ithaca, N.Y.

Is anyone wondering why The MIT War Games Society no longer publicizes its 150-0 record. Well, it's because the Third Army of Pa. Spectre has defeated them in both Waterloo and D-Day. Come on over to the winning side. Join the III Army now. We have no dreams of world conquest, we merely want to promote A.H. wargaming and defend the honor of our state. Write Donald Greenwood, 128 Warren St., Sayre, Penna.

Washingtonians! Unite! I propose a loose confederation of all Wash. wargamers to solve threats posed by out-of-state organizations. It will have a round-table type of leadership, Comm. center temporarily will be through Henry VIII Kelley, 6756th Ave., N.W. Seattle, Wash. 98107. SU 3-5447.

Will anyone in the N.Y. area interested in participation in actual model warfare using HO scale vehicles on realistic terrain or has a collection as such, please contact John Greer at 342 Cheves Ave., Staten Island, N.Y. 10314.

Wanted: AH opponents in Milton-Jamesville area. Must be college student. No PBM. Contact Jeff Perren, Twinning Hall, Milton, Wisc. I am 18 and a freshman. I own every AH wargame except Nieuchess and I win 95% of games played. My specialty is the "ultimate in wargaming" with scale models of the Napoleonic era.

Will any AH club or player in the Raleigh, N.C. area please contact me either by mail or phone. I have 7 AH games and several years of experience, but very few opponents. Interested in meeting anyone with any amount of experience. Ed Turner, 2725 Van Dyke Ave., Raleigh, N.C. 27607. Phone: 832-8104.

Will play (in person) either side in D-Day, Waterloo, Stalingrad, Afrika Korps, Midway, Bulge with any moderate to excellent player in San Francisco. Must not object to drinking as I am on W. C. Fields' special diet for sanity. Frank Deffey, Apt. 32, 4096 18th St., San Francisco, California.

Our president, Jack Greene, Jr., has stressed the urgency of this request. Our isolated organization means no offense to outsiders yet the hordes of Oakland make many aggressive moves. Experience or not, we need you. My sector is from San Francisco to Redwood City. Steve Scott, 3141 Los Padres #3, San Mateo, Calif.

To all southern aggressors - Sean (004) Donohue wishes to destroy the armies of the south in Gettysburg '64. Send acceptance. Also I would like a Stalingrad opponent and Tactics II opponent - either side. Send first turn, acceptance or set-up to: Sean Donohue, 1209 Blue Jay Dr., Pittsburgh, Pa.

Texas! 19th Corps, Texas Confederate Army of Central Pennsylvania, has opening for two divisional commanders. If you want to help rid the Great State of the Spectre scourge, join now! Stand up and be counted! Experienced commanders, write: E.A. Mohrman, 209 S. Bishop St. #2, San Angelo, Texas. To: All Ohioans From: World Conquest, Inc. Subject: W.C.I. Ohio Army World Conquest, Inc. is forming an Army of Ohio, and we need men now! If you want to have a crack at taking Spectre down a few pegs, then let me know. David Gruenbaum, Military Governor of Ohio, 605 W. 5th St., Marysville, Ohio 43040.

Will anyone who has made a new game based on various subjects, please write either Bill Barikla, 1509 St. Clarks, Lakewood, Ohio 44107 or Jack Greene, Jr., 670 Darrell Rd., Hillsborough, Calif. 94010. We are forming an organization for information on new game tactics and ideas.

All above ads are inserted as a free service to full-year subscribers. We prefer ads to be typewritten and limited to 50 words maximum. We reserve the right to re-word your copy. Only one ad per subscriber per issue is allowed. Ads

will not be repeated from issue to issue, however subscribers may re-submit the same ad, or new ads, for each succeeding issue. Ads received after the 15th of the month preceding publication will appear in the following issue.

Headquarter Units on:

O-24, D-10, Q-25, N-21, T-34,
U-32, S-28, HH-40

Paratroop units on:

(1-1-3): H-14
(3-3-3): F-13
(5-5-3): J-17

6-6-4 units on:

Q-28, S-33

Reserve Units on:

(5-5-4's): X-14, X-14, N-9
(2-2-4): N-9
(6-6-4): C-5
(3-3-4's): D-5, D-5

You will note that invasions can be repulsed in all invasion areas save Brittany within five moves or so, with average luck. An invasion in Brittany can be bottled up for some time before a breakthrough is achieved. In either case, the object is to spot the German approximately ten moves head start. With flagrant use of the eight strategic air attacks, it is possible that the Allies will be able to stay ashore, but most of them will be required for such an effort, and they cannot be used when the German lines are less flexible.

But what of the areas close to Germany? Are not those underdefended by such placement? Indeed, a successful invasion here finds the great majority of the German Army far distant, but exactly what are the chances of a successful invasion? Let us initially concede that these three areas are NOT "impregnable." My point is that they needn't be. Here I must take issue with the Avalon Hill statement to that effect. The chances must merely be made highly unlikely, for who wants to risk their game on the one in six or seven chances that he will be sufficiently successful to guarantee victory? The defense is thus a combination of military lines and psychological warfare. Even at that, only two 2-1's can be achieved along the entire coast line from the North Sea to Le Havre, inclusive. 50-50 odds are not conducive to success. In actuality, there is only a 30% chance of tactical success with 1-1 odds in assaulting a beach head.

No time has been devoted to South France, but a 4-4-3 can be transferred from F-10 to TT-40 to guard against a force of Allies seizing the inland ports in the Bay of Biscay.

In any case, if the first invasion can be repulsed, full reserves can be rushed to the second, in addition to the ten move advantage garnered from such. All this is not to deny that lines of defense closer to Germany, already elaborated upon in the General, are not excellent and cannot be utilized. It seems to me that this type of aggressive defense here outlined does not replace, but rather supplements, these lines.

Any comments should be addressed to Brenton Ver Ploeg; 307 1st Avenue East, Oskaloosa, Iowa 52577.

Question Box

BULGE:

Q: Suppose the ISS attacks and defeats a Unit on RR7...he then moves onto the square vacated by that Unit. But the Units in RR6 and RR8 are engaged thus the Americans don't do anything in that sector. Can the ISS back out of that square on his next Turn.

A: Absolutely not...pulling back would mean moving through enemy zones of control. Thus the ISS has unwittingly committed itself to battle by advancing after combat on the previous turn.

Q: After an engaged has been rolled, can the attacker bring up reinforcements if the defender does not exercise his option to do so.

A: Yes.

U-BOAT:

Q: Are two or more DE's allowed to attack 1 Sub at the same time while the Sub is submerged?

A: Yes.

Kampf

Now available, on a commercial basis, is a series of ten (10) monographs about specific topics, not only battles, but on military history in general. "Kampf" is the name of this series of 5 1/2 x 8 1/2, 16 to 24 page series of pamphlets. These pamphlets contain well documented information compiled from bibliography found in the second largest library in the country. Information contained therein will enable you to fully understand and appraise any military situation. For complete information, write to either: Victor Madeja, 287 Bedford Avenue, Brooklyn, New York or Jim Dunnigan, 8512 - 5th Avenue, Brooklyn, New York.

New Cards for LeMans

A complete new set of Specification Cards have been printed for the LeMans Racing Game. These new cards antiquated the original set and incorporate the very latest cars being run in the classic tracks. New cards include: Ford GT, Ferrari 330 P2, Corvette, Cobra GT, Jaguar XK-E, BRM, Alfa Romeo GTZ, Mercedes 230SL, Porsche 911, Triumph TR-4A, Elva Courier and the Elan. All gear speeds have been revised accordingly.

You may order complete sets for .30¢ plus a self addressed return envelope stamped with first class postage. The usual \$1.00 minimum charge is waived for subscribers. Mark your order, "NEW Spec Cards."

Blue and Gray Book List

Catton, Bruce

AMERICA GOES TO WAR.

Middletown, Conn., Wesleyan University Press, 1958.

"Based on a series of lectures given by the author at Wesleyan University. Mr. Catton ranges informally but authoritatively through such Civil War related topics as the impact of the new weapons introduced in the conflict on tactics, the employment of political generals in the North, the psychology of the citizen soldier, the repression of civil liberties in wartime, and the career of U. S. Grant as president."

Cochran, Hamilton

BLOCKADE RUNNERS OF THE CONFEDERACY.

Indianapolis, Bobbs-Merrill, 1958.

"Hamilton Cochran is concerned with personalities and adventures of those who flouted the Federal blockade rather than the strategic picture or the naval problem." General matters such as effects of blockade on living conditions in the South are also discussed. "Civil War buffs who want a glamorous survey of personalities and adventures will find this volume readable and exciting."

Out of Stock Items...

The following items are now obsolete and can no longer be obtained from Avalon Hill:

1. Troop Counters for Gettysburg hexagonal-grid game.

2. Troop Counters and Order of Appearance Cards for Gettysburg '58 copyright game. (However these items have been updated and the original square-grid Gettysburg game can be refurnished by ordering '64 troop counters, Battle Manual, Time Record Card and Order of Appearance Cards. \$1.50 total cost.)

3. Volume 1, Nos. 1 (May '64) and 4 (Nov. '64) for the "General."

Please take note that Troop Counters must be ordered in complete sets...individual Units cannot be sent. Also available are sets of 169 blank Counters, Waterloo size, that contain no printing or colors. These all-white counters cost .50¢ per set.

Plain mapsheets for "do-it-yourselfers" are available for \$1.00 each. These sheets are unmounted white cardboard containing only the hexagons. They are sent to you rolled up in a mailing tube to prevent creasing of the 22" x 28" sheet. No other sizes are available.

For current Replacement Parts List, send a self-addressed envelope containing one 5¢ stamp...8¢ for airmail.